

 <p><b>BLINDED</b></p> <p>If you roll an X, 2 or 3 on the blue attack die, your attack is considered a miss. Then test ☠.</p> <p>If you fail, suffer 1 ♥ and discard this card or token. If you pass, discard this card or token.</p>	 <p><b>BLINDED</b></p> <p>If you roll an X, 2 or 3 on the blue attack die, your attack is considered a miss. Then test ☠.</p> <p>If you fail, suffer 1 ♥ and discard this card or token. If you pass, discard this card or token.</p>	 <p><b>BLINDED</b></p> <p>If you roll an X, 2 or 3 on the blue attack die, your attack is considered a miss. Then test ☠.</p> <p>If you fail, suffer 1 ♥ and discard this card or token. If you pass, discard this card or token.</p>	 <p><b>BLINDED</b></p> <p>If you roll an X, 2 or 3 on the blue attack die, your attack is considered a miss. Then test ☠.</p> <p>If you fail, suffer 1 ♥ and discard this card or token. If you pass, discard this card or token.</p>
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**BANDAGED SERVANT**

3 (Strength), 4 (Health), 1 (Defense)

This familiar is treated as a figure. It is immune to Pierce and all conditions.

Each time an adjacent hero suffers 1 or more ♥, he may reduce the amount of ♥ suffered by 1.

**SACRED SCRIPTURES**



*Book*

While you are adjacent to your Bandaged Servant, add 1 ♥ to your defense results.

**CEREMONIAL STAFF**



*Exotic, Staff*

☠: Curse  
 ♣: Recover 1 ♣

**EMBALMING RITUAL**

**HIEROPHANT**

Exhaust this card during your turn to place your Bandaged Servant familiar token in an empty space within 2 spaces of you.

You may control 1 Bandaged Servant at a time. You may discard your Bandaged Servant familiar token at any time during your turn.

1

**ETERNAL SERVICE**

**HIEROPHANT** 1

Whenever you stand up or are revived, roll 2 additional yellow power dice.

♣: Revive a knocked out hero adjacent to your Bandaged Servant. He rolls 2 additional yellow power dice.

1

**PATH OF PROPHECY**

**HIEROPHANT** 1

Exhaust this card to move your Bandaged Servant up to 3 spaces.

At the end of your turn, if this card is exhausted and any monster suffered 1 or more ♥ during your turn, your Bandaged Servant is defeated and you are Blinded and Stunned.

1

**HYMN**

**HIEROPHANT** 1

Exhaust this card during your turn. A hero adjacent to your Bandaged Servant recovers 2 ♣.

1

**SANDS OF VENGEANCE**

**HIEROPHANT** 2

♣: Your Bandaged Servant performs an attack targeting all monsters within 2 spaces of it, rolling the dice shown below. This attack ignores line of sight and gains:

♣: +1 ♥, you recover 1 ♣  
 ♣♣: +1 ♥, Blind

Then your Bandaged Servant is defeated.

Act I: [Blue, Green, Yellow, Red dice]  
 Act II: [Blue, Green, Yellow, Red dice]

2

**SHROUD OF RESPITE**

**HIEROPHANT** 2

While this card is not exhausted, heroes adjacent to your Bandaged Servant may ignore the effects of conditions they suffer from.

A hero adjacent to your Bandaged Servant may exhaust this card during his turn or activation to discard 1 Condition card or token.

2

**WORDS OF WISDOM**

**HIEROPHANT** 2

Heroes adjacent to your Bandaged Servant apply +1 to ☠, ☠, ☠, and ☠ (to a maximum of 6 each), even while this card is exhausted.

A hero adjacent to your Bandaged Servant may exhaust this card after rolling dice for an attack to reroll 1 attack or power die.

2

**GIFT OF THE DESERT**

**HIEROPHANT** 3

♣: Exhaust this card. Up to 2 heroes adjacent to your Bandaged Servant may each perform an action. This action cannot be a rest action.

2

**ROYAL GUARD**

**HIEROPHANT** 3

Your Bandaged Servant adds 1 grey die to its defense pool, even while this card is exhausted.

Exhaust this card during your turn. Your Bandaged Servant performs a *Melee* attack using the dice and abilities of a weapon equipped by you or a hero adjacent to it.

2



**MIND'S EYE TURBAN**



*Helmet*

At the end of your turn, if you have fatigue tokens equal to your Stamina, recover 1 ♣.

Limit 1 *Helmet* equipped at a time.

1

**MENTAL ASSAULT**

PSYCHIC

Each figure within 2 spaces of you is linked, even while this card is exhausted.

Exhaust this card and choose a linked monster. Roll 1 yellow power die. The chosen monster suffers ♥ equal to the ♥ rolled.

If you roll no ♥, recover 1 ♣.

1

**SHADOW DARTS**



*Exotic, Magic*

Pierce 1

♣: Blind

♣: +1 Range, +1 ♥

1

**PRESCIENCE**

PSYCHIC

1

Exhaust this card during your turn to place a random card from the overlord's hand faceup in your play area. The overlord may still play that card. If he does, you recover 1 ♣.

Shuffle the card into the overlord's deck if another Overlord card is played or when this card refreshes, whichever comes first.

2

**PRESCIENCE**

PSYCHIC

1

Exhaust this card when a monster group activates and test ♣. If you pass, replace the activation list of all monsters in that group with:

- ♣: Engage the closest hero.
- ♣: Attack the closest hero.

Then retreat.

2

Coop

**EMPATHIC RESOLVE**

PSYCHIC

1

Apply +1 to your ♣ (to a maximum of 6), even while this card is exhausted.

Exhaust this card when a linked hero fails an attribute test. He may reroll the test and subtract 1 ♣ from the results.

1

**OVERLOAD**

PSYCHIC

1

♣: Choose a linked monster and test ♣ and ♣.

If you pass both tests, the monster is Stunned and Immobilized.

If you pass only 1 test, the monster suffers 1 of those conditions of your choice.

2

**MENTAL FORTITUDE**

PSYCHIC

2

Exhaust this card when a linked hero is attacked, after dice are rolled, to test ♣.

If you pass, the hero adds 1 ♣ to his defense results for each ♣ rolled on this test.

1

**POSSESSION**

PSYCHIC

2

♣: Choose a linked minion monster and test ♣.

If you pass, perform an attack with that monster as if it were a hero. You may force it to attack itself.

2

**REACHING OUT**

PSYCHIC

2

Each figure within 3 spaces of you is linked.

Each time you use Mental Assault, recover ♣ equal to the ♣ rolled.

2

**MIND OVER MATTER**

PSYCHIC

3

While this card is not exhausted, apply +1 to your ♣ (to a maximum of 6), you may test ♣ instead of ♣, and ignore the effects of terrain while moving.

Exhaust this card to discard all Condition cards from yourself.

2

**TOWERING INTELLECT**

PSYCHIC

3

Apply +1 to your ♣ (to a maximum of 6) and +1 to your Stamina.

Each time you use Mental Assault, roll 1 additional yellow power die.

2

**BAG OF TRICKS**



125

*Trinket*

♣: Test ♣. If you pass, 1 monster within 3 spaces of you is either Blinded or Poisoned and you may move up to your Speed.

1

**CRYSTAL OF MIRAGES**



100

*Trinket*

Exhaust this card during your turn to flip 1 of your facedown *Potion* or *Item* Search cards faceup. Limit once per encounter.

1

**GOLDEN ORB MACE**



75

*Hammer, Magic*

If this attack misses or deals no ♥ the target is Blinded.

♣: +1 ♥

♣: 1 hero adjacent to you recovers 1 ♥

1

**PIERCING ARROWS**



75

*Trinket*

Exhaust this card when you perform an attack with a *Bow*, before dice are rolled. This attack gains Pierce 2.

1



PSYCHIC



PSYCHIC



PSYCHIC



PSYCHIC



PSYCHIC



PSYCHIC



PSYCHIC



PSYCHIC



PSYCHIC



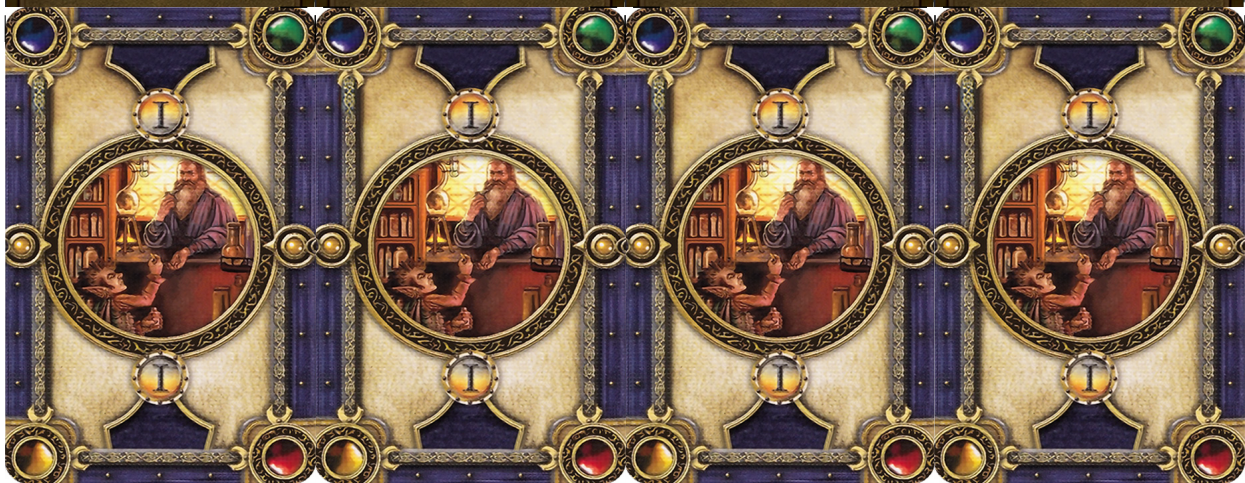
PSYCHIC



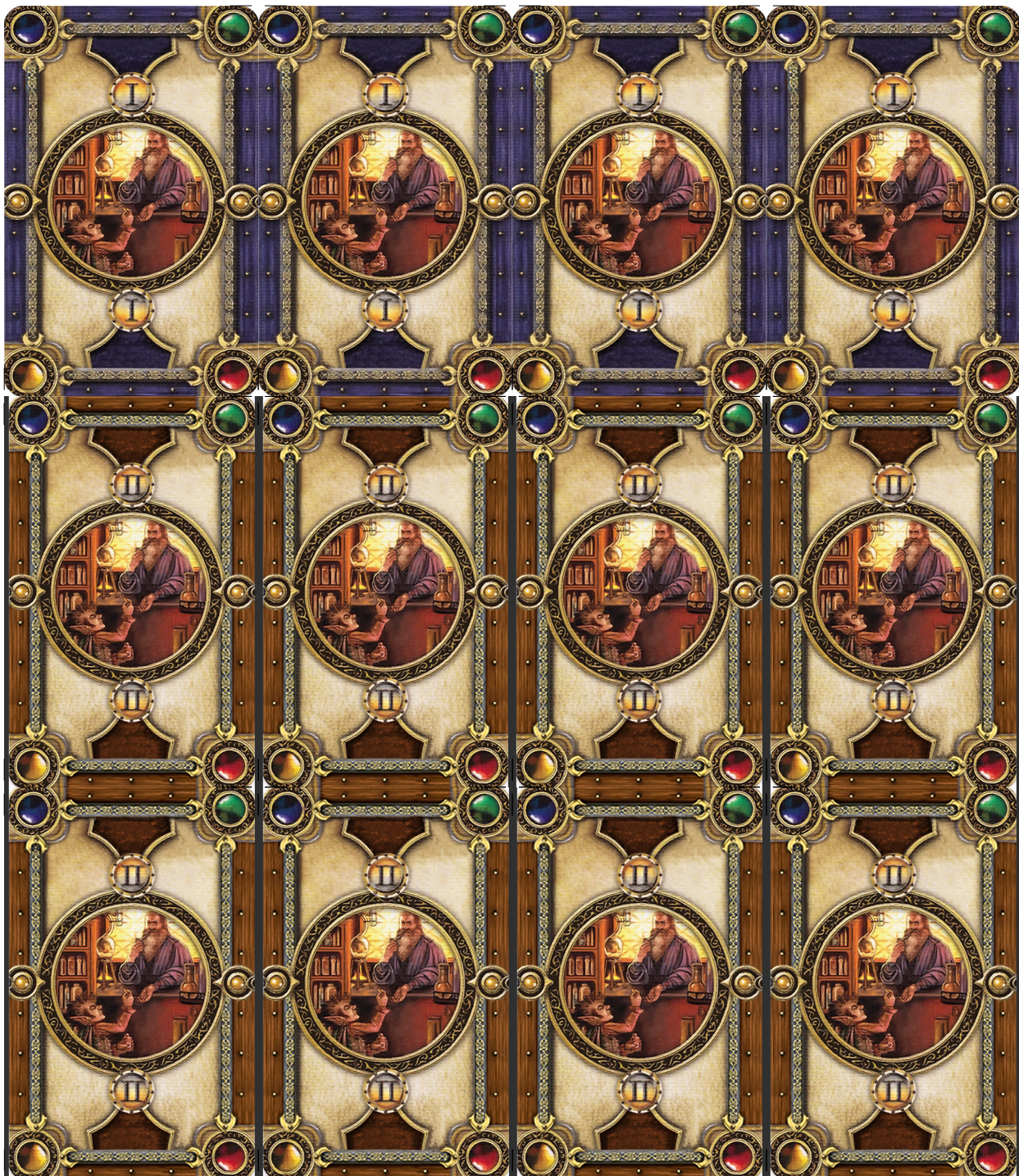
PSYCHIC



PSYCHIC



<p>SCAR PIT GREAVES</p>  <p>100</p> <p><b>Boots</b></p> <p>Add 1 ♠ to your defense pool results. You may ignore any game effect that would force you to move.</p> <p>Limit only 1 <b>Boots</b> equipped at a time.</p>	<p>SUN-BLESSED RUNE</p>  <p>100</p> <p><b>Magic, Rune</b></p> <p>+1 Range</p> <p>♣: Blind</p> <p>♣: +2 Range, +1 ♥</p>	<p>SUNSPEAR</p>  <p>100</p> <p><b>Exotic</b></p> <p>This attack affects 1 additional figure adjacent to your target.</p> <p>♣: +1 ♥</p>	<p>VIZIER'S GARMENTS</p>  <p>125</p> <p><b>Cloak</b></p> <p>You are not restricted to 2 <b>Other</b> items equipped at a time.</p>
<p>CHAIN-SICKLE</p>  <p>200</p> <p><b>Blade, Exotic</b></p> <p>♣: Move a minion monster within 3 spaces of you up to 2 spaces towards you.</p> <p>Reach</p> <p>♣: +3 ♥</p> <p>♣: Pierce 2</p>	<p>EYE OF THE NIGHT</p>  <p>75</p> <p><b>Ring</b></p> <p>Once per attack, after rolling dice, you may remove 1 power die from your roll to change the blue attack die to a different result of your choice.</p>	<p>IBIS BOW</p>  <p>200</p> <p><b>Bow</b></p> <p>After making an attack roll, you may convert up to 3 range to an equal amount of movement points.</p> <p>♣: +1 Range, +1 ♥</p> <p>♣: +2 ♥</p>	<p>LOST CALIPH'S CROOK</p>  <p>200</p> <p><b>Magic, Staff</b></p> <p>♣: +1 ♥, Curse</p> <p>♣: Each figure within 2 spaces of the target suffers 1 ♠.</p>
<p>SCARAB AMULET</p>  <p>100</p> <p><b>Trinket</b></p> <p>You are immune to Poison and Disease.</p>	<p>SHIMMERING SHIELD</p>  <p>200</p> <p><b>Shield</b></p> <p>Each time you are attacked and suffer no ♥, the attacking figure is Blinded.</p>	<p>STAR OF ATAR</p>  <p>100</p> <p><b>Trinket</b></p> <p>If you have not moved this turn, place your hero token on this card at the end of your turn (to a maximum of 1).</p> <p>After rolling defense dice, you may discard your hero token to add 2 ♠ to the results.</p>	<p>STARMETAL KHOPESH</p>  <p>150</p> <p><b>Blade, Exotic</b></p> <p>When attacking, you may ignore results from brown defence dice.</p> <p>♣: +2 ♥</p> <p>If you have no <b>Light Armor</b> nor <b>Heavy Armor</b> equipped: ♣: +3 ♥</p>
<p>SUNLIGHT WARD</p>  <p>150</p> <p><b>Trinket</b></p> <p>Exhaust this card when you are targeted by a <b>Melee</b> attack, after dice are rolled. If the range result on the attack die is exactly 2, the attack is considered a miss.</p>	<p>START PERIL</p> <p><b>AND SO IT BEGINS...</b></p> <p><i>When you arrive at your destination everything is calm. Maybe too calm. You have an ominous feeling that something is very wrong here.</i></p> <p>No effect.</p> <p>♀ 1 D</p>	<p>QUEST PERIL</p> <p><b>DARK SCHEMES</b></p> <p><i>The shadows are deeper and seem to writhe and twist. You feel a dark presence settle over the area.</i></p> <p>Roll and resolve a quest peril.</p> <p><b>Round Effect:</b> See quest peril, if any.</p> <p><b>Encounter Effect:</b> See quest peril, if any.</p> <p>♀ 2 D</p>	<p>MINOR PERIL</p> <p><b>DISTRUST</b></p> <p><i>Fear and suspicion cloud your mind; can your companions truly be trusted?</i></p> <p>Each hero other than the hero with the highest ♠ must move 2 spaces away from him.</p> <p>♀ 3 D</p>



MINOR PERIL

QUEST PERIL

START PERIL



<p>MINOR PERIL</p> <p><b>EXPLOSIVE ASSAULT</b></p> <p><i>You see the energy building and have only a moment to stand between your friends and the imminent blast.</i></p> <p>The heroes must collectively suffer 5 ♥.</p>	<p>MINOR PERIL</p> <p><b>DANGEROUS BRAWL</b></p> <p><i>Your foes surge forward with renewed strength.</i></p> <p>Each hero suffers 1 ♥ for each monster adjacent to him.</p>	<p>MINOR PERIL</p> <p><b>BREATH OF THE MANTICORE</b></p> <p><i>You feel the fumes before you see them, the acidic poison clambering through your veins with each painful beat of your heart.</i></p> <p>Each hero who is Poisoned suffers 1 ♥. Then each hero is Poisoned.</p>	<p>MINOR PERIL</p> <p><b>DEADHEART POWDER</b></p> <p><i>A gray haze fills the air around you, and you are unable to escape the cloud of Deadheart Powder before you must take a breath.</i></p> <p>Each hero who is Diseased suffers 1 ♥. Then each hero is Diseased.</p>
<p>♣ 4 D</p> <p>MINOR PERIL</p> <p><b>10,000 MOUTHS TO FEED</b></p> <p><i>You feel a snap as you move, alerting the spiders of your presence. Their legs twitch as they descend upon you, eager to provide their offspring with a fresh meal.</i></p> <p>Place 1 cave spider adjacent to each hero. Then each hero tests ☠. Each hero who fails is Poisoned. Each hero who passes may immediately perform 1 attack that targets a cave spider.</p>	<p>♣ 5 D</p> <p>MINOR PERIL</p> <p><b>RISING DEAD</b></p> <p><i>Hands and heads push up through the ground, reaching for you, trying to secure you in place.</i></p> <p>Each hero tests ☠. Each hero who fails places 1 zombie adjacent to his figure and then tests ☠. Each hero who also fails the second test is Immobilized.</p>	<p>♣ 6 D</p> <p>MINOR PERIL</p> <p><b>WHISPERS IN THE WIND</b></p> <p><i>A barely audible whisper tickles your ear, singing the borders of your consciousness.</i></p> <p>A random hero tests 🗡. If he fails, place 1 master fire imp adjacent to the hero with the lowest 🗡.</p>	<p>♣ 7 D</p> <p>MINOR PERIL</p> <p><b>ENTER THE DARKNESS</b></p> <p><i>Something lurks in the shadows, just beyond your sight.</i></p> <p>Each hero whose 🗡 is less than the range to the closest other hero is Weakened.</p>
<p>♣ 8 D</p> <p>MINOR PERIL</p> <p><b>BLEEDING OUT</b></p> <p><i>Glancing down at your wounds, you worry that they may be more grievous than they feel.</i></p> <p>Each hero tests 🗡 and adds ♥ to the results equal to the ♥ he has suffered. Each hero who fails is Bleeding.</p>	<p>♣ 9 D</p> <p>MINOR PERIL</p> <p><b>THE CHOSEN ONE</b></p> <p><i>Written in red across a crumbling wall, a portent awaits you: "You will die here."</i></p> <p>A random hero is Doomed and Terrified.</p>	<p>♣ 10 D</p> <p>MINOR PERIL</p> <p><b>PIT TRAP</b></p> <p><i>You step on a stone and it splits in half, revealing a deep hole. With a soft rumble, more pockets of earth open up all around, dotting your path with a field of treacherous pits.</i></p> <p>Each hero within 3 spaces of the hero with the lowest 🗡 must choose to either suffer 3 🗡 (if he can) or test 🗡. Each hero who fails suffers 1 ♥ and is Immobilized.</p>	<p>♣ 11 🗡</p> <p>MINOR PERIL</p> <p><b>ACCURACY</b></p> <p><i>Attacks of your enemies seem to be guided by an invisible force.</i></p> <p><b>Round Effect:</b> Each time a monster attacks, all X results are treated as blank results.</p>
<p>♣ 12 🗡</p> <p>MINOR PERIL</p> <p><b>BLOOD LINK</b></p> <p><i>You curse under your breath as you realize that your foes are leeching on your healing powers.</i></p> <p><b>Round Effect:</b> When a hero recovers any amount of ♥, all monsters within 3 spaces of that hero recover an equal amount of ♥.</p>	<p>♣ 13 🗡</p> <p>MINOR PERIL</p> <p><b>BLOOD LUST</b></p> <p><i>Attacks of your enemies hit with an unnatural might.</i></p> <p><b>Round Effect:</b> Attacks of all monsters gain: 🗡: +2 ♥</p>	<p>♣ 14 D</p> <p>MINOR PERIL</p> <p><b>CULL THE WEAK</b></p> <p><i>Your enemies specifically target your weaker heroes.</i></p> <p><b>Round Effect:</b> Each time a hero with a condition suffers 1 or more ♥, he suffers 1 additional ♥.</p>	<p>♣ 15 D</p> <p>MAJOR PERIL</p> <p><b>BLOOD RAGE</b></p> <p><i>Your foes have worked themselves into a frenzy, the likes of which you have never seen before.</i></p> <p>Each monster performs an attack that targets the hero with the most Health remaining.</p>
<p>♣ 16 D</p>	<p>♣ 17 D</p>	<p>♣ 18 D</p>	<p>♣ 19 D</p>



MINOR PERIL



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MAJOR PERIL



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MINOR PERIL



<p>MAJOR PERIL</p> <p><b>DIVIDE AND CONQUER</b></p> <p><i>A clever tactician leads your foes. Their movement and attacks seek to divide you.</i></p> <p>Each hero not adjacent to another hero suffers 2 ♥.</p>	<p>MAJOR PERIL</p> <p><b>NATURE'S WRATH</b></p> <p><i>You're not sure how, but you've crossed some line; you've angered nature, and its guardians are here to teach you a lesson.</i></p> <p>Place the elemental group adjacent to the hero with the highest ♠.</p>	<p>MAJOR PERIL</p> <p><b>SHADOW BINDER</b></p> <p><i>Before you can stop her, a shadow binder tears open a rift out of the shadows. Darkness and flame materialize into a shadow dragon.</i></p> <p>Place 1 shadow dragon adjacent to the hero with the lowest ♠. Place 1 flesh moulder adjacent to the shadow dragon.</p>	<p>MAJOR PERIL</p> <p><b>FROZEN IN FEAR</b></p> <p><i>Dread overcomes your body as the bridles of your self-control are snatched away from your mind.</i></p> <p><b>Round Effect:</b> Heroes can perform only 1 action per turn.</p>
<p>♣ 20 D</p> <p>MAJOR PERIL</p> <p><b>SHATTERED DEFENSE</b></p> <p><i>By some mixture of normal wear and a well-timed curse, your armor fails you all at once.</i></p> <p>Each hero must unequip and flip facedown every <i>Heavy Armor, Light Armor, Cloak, and Shield</i>.</p> <p><b>Encounter Effect:</b> Cards flipped facedown cannot be equipped.</p>	<p>♣ 21 D</p> <p>MAJOR PERIL</p> <p><b>BLOOD FOR BLOOD</b></p> <p><i>An elderly figure watches from the darkness, flitting from shadow to shadow. Now and then, just as you forget he is there, he screams out: "Blood for blood, blood for blood!"</i></p> <p>Each monster recovers 3 ♥. Then the heroes collectively suffer an amount of ♥ equal to the total ♥ recovered.</p>	<p>♣ 22 D</p> <p>MAJOR PERIL</p> <p><b>CLAIMED BY THE FIRE</b></p> <p><i>Green fire engulfs one of your prized possessions! The object is not consumed, only warded from your use. Ignoring the flame will be painful ...</i></p> <p>Each hero must either unequip 1 Item card and flip it facedown or suffer 5 ♥.</p> <p><b>Encounter Effect:</b> Cards flipped facedown cannot be equipped.</p>	<p>♣ 23 D</p> <p>MAJOR PERIL</p> <p><b>TENDRILS OF DARKNESS</b></p> <p><i>The world grows dark. Black, incorporeal tendrils slide effortlessly past your defenses and begin to deconstruct your flesh.</i></p> <p>The heroes must collectively suffer an amount of ♥ equal to 3 times the number of heroes in the party.</p>
<p>♣ 24 D</p> <p>MAJOR PERIL</p> <p><b>SHADOWBORN SUMMONING</b></p> <p><i>In an instant, your world melts into shadows, the ages pass before you, and you are spewed back out into the light, standing in a different place than you started.</i></p> <p>Place the hero with the highest ♠ in the farthest empty space within 6 spaces from any other hero. Place zombies up to the group limit as close as possible to the hero.</p>	<p>♣ 25 D</p> <p>MAJOR PERIL</p> <p><b>YNFERNAEL HOUND</b></p> <p><i>An invisible hound harasses you from a plane unseen, ripping at your flesh and soul.</i></p> <p>The hero with the most Health remaining is attacked as if by an adjacent master barghest.</p>	<p>♣ 26 D</p> <p>MAJOR PERIL</p> <p><b>ASSASSIN SQUAD</b></p> <p><i>There is a flash, a bang, and quite a bit of smoke; goblin archers appear from every direction, clad in black and eager for blood.</i></p> <p>Place goblin archers up to the group limit adjacent to the hero with the lowest ♠.</p>	<p>♣ 27 D</p> <p>DEADLY PERIL</p> <p><b>DEFEAT</b></p> <p><i>Bodies battered, souls troubled by what you have seen and what you have done, you must retreat to regain some of your strength.</i></p> <p>The heroes immediately lose the quest.</p>

♣ 28 D

**BLUEPRINT**  
Special



Immediately flip this card over to draw 3 random Shop Item cards from the current Aet's Shop Item deck. Choose 1 and add it to the next shopping step. Shuffle the other cards back into the deck.

50

♣ 29 D

**CURSE WARD**  
Item



When you or an adjacent hero would receive a Condition card, you may flip this card over to discard that Condition card instead.

50

♣ 30 D

**MASTERWORK TOOLS**  
Item



Flip this card over during your turn to either search an adjacent search token or perform an open or close a door action without using an action.

50

♣ 31 D

**PROTECTION SPHERE**  
Item



When you or an adjacent hero is attacked, before dice are rolled, you may flip this card over to add 1 additional black die to that hero's defense pool.

50



MAJOR PERIL

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DEADLY PERIL

MAJOR PERIL

MAJOR PERIL

MAJOR PERIL

<p><b>SCROLL OF COERCION</b> Item</p>  <p>↷: Flip this card over during your turn and choose a minion monster within 3 spaces. You may perform an attack action with that monster as if it were a hero.</p> <p>50</p>	<p><b>TRUESTRIKE POTION</b> Potion</p>  <p>↷: Flip this card over to perform an attack. This attack adds 1 ⚔ to the results and gains: +2 Range Pierce 1</p> <p>50</p>	<p><b>HASTE POTION</b> Potion</p>  <p>↷: Flip this card over to recover 3 ♥ and gain 5 movement points.</p> <p>25</p>	<p><b>HASTE POTION</b> Potion</p>  <p>↷: Flip this card over to recover 3 ♥ and gain 5 movement points.</p> <p>25</p>
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<p><b>HASTE POTION</b> Potion</p>  <p>↷: Flip this card over to recover 3 ♥ and gain 5 movement points.</p> <p>25</p>	<p><b>TIMMORRAN SHARD</b> Item, Potion</p>  <p>Place 3 ♥ tokens on this card. Once during your turn, you may discard 1 ♥ token from this card to recover 2 ♥ or 1 ⚔. Flip this card over after discarding the last ♥ token.</p> <p>25</p>	<p><b>TIMMORRAN SHARD</b> Item, Potion</p>  <p>Place 3 ♥ tokens on this card. Once during your turn, you may discard 1 ♥ token from this card to recover 2 ♥ or 1 ⚔. Flip this card over after discarding the last ♥ token.</p> <p>25</p>	<p><b>TIMMORRAN SHARD</b> Item, Potion</p>  <p>Place 3 ♥ tokens on this card. Once during your turn, you may discard 1 ♥ token from this card to recover 2 ♥ or 1 ⚔. Flip this card over after discarding the last ♥ token.</p> <p>25</p>
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<b>BROKEN TRAP</b>	<b>VICIOUS TRAP</b>	<b>SKELETAL GRIP</b>	<b>BLACK SPIDER</b>
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<i>You do not know if it was just your dumb luck or if the mechanism is worn-down by time. The trap does not trigger!</i>	<i>Your delay along the road gave the Overlord's trap maker the chance to create his masterpiece.</i>	<i>A skeleton hand grips your arm tightly. Within moments, you feel a crushing exhaustion seeping through you as you try to pull away.</i>	<i>A tiny spider crawls out of from a crack in the wall and onto your arm.</i>
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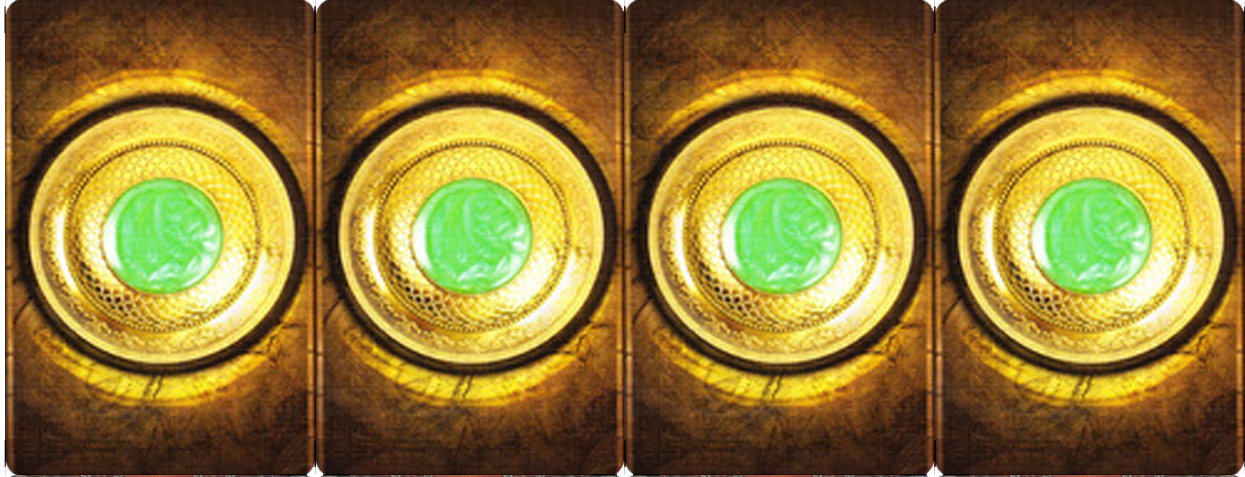
No effect.	Immediately draw and resolve two additional Trap cards, one after the other.	Test ⚔. If you fail, suffer ⚔ up to your Stamina.	Test ☠. If you fail, you are Poisoned.
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<p>♀ 1 ⚔</p> <p><b>ANIMATED VINES</b></p>	<p>♀ 2 ⚔</p> <p><b>SPEAR TRAP</b></p>	<p>♀ 3 ⚔</p> <p><b>INSULATION FIELD</b></p>	<p>♀ 4 ⚔</p> <p><b>LIGHTNING MESH</b></p>
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<i>A whip-like tendril erupts out of an opening and lashes at your feet!</i>	<i>A barbed spear launches towards you!</i>	<i>A hidden ward spell washes over your figure, dampening all the magical power of your equipment.</i>	<i>An electrical discharge zaps you and your friends with unerring accuracy.</i>
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Test ☠. If you fail, you are Immobilized.	Test ☠. If you fail, suffer 4 ♥.	Test ☠. If you fail, unequip all your equipped items.	Each hero within 3 spaces of you tests ☠. Each hero who fails suffers 1 ♥.
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♀ 5 ⚔	♀ 6 ⚔	♀ 7 ⚔	♀ 8 ⚔
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INTELLECT  
WAIL

*A psychic scream echoes in your brain before you can find shelter in your mental bastion.*

Choose a hero within 3 spaces of you to test ☀. If he fails, all heroes within 3 spaces of you suffer 1 ♣ for each ♣ rolled in excess of his ☀.

† 9 D

GIANT VERMIN

ALCHEMICAL  
VAPORS

*An unrecognizable alchemical substance is being sprayed on you.*

Test an attribute of your choice. If you fail, you suffer 2 random conditions.

† 10 D

PHANTASM OF  
HATE

BLOOD  
BARGAIN

*An infernal soul manifests and offers you a bargain.*

Each hero tests an attribute of his choice. Each hero who fails suffers 2 ♥. Each hero who passes recovers 1 ♥. If all heroes pass, you suffer 3 ♥ and 3 ♣.

† 11 D

PHANTASM OF  
DOUBT

INDUCED  
DETONATION

*One of the items in your possession starts humming with an ever-increasing pitch.*

At the end of the current turn or activation, you may flip over a faceup Search card in your play area. If you cannot, or choose not to, each hero within 3 spaces of you suffers 2 ♥.

† 12 D

PHANTASM OF  
FOOLISHNESS

*You trigger an accelerated growth spell. Maybe you can squish the spider before it reaches the size of a sheep.*

Test ☁ or ☁, your choice. If you fail, place a minion cave spider adjacent to you, ignoring group limits.

† 13 D

PHANTASM OF  
BESTIALITY

*An unnatural hate blossoms in your soul.*

Suffer 1 ♥.  
**Healer:** The hero closest to you (other than you) also suffers 2 ♥ and 1 ♣.

† 14 D

MANIFESTED  
WEAKNESS

*A deep insecurity freezes you in place.*

Suffer 1 ♥.  
**Warrior:** You are also Immobilized.

† 15 D

DIMENSIONAL  
SLING

*Your heart beats faster with curiosity and recklessness.*

Suffer 1 ♥.  
**Scout:** Also draw another Trap card. You apply -1 to your ☁, ☁, and ☁ (to a minimum of 1) for attribute tests on that Trap card.

† 16 D

WELLSPRING  
OF PLAGUE

*A blind rage fills your body and mind.*

Suffer 1 ♥.  
**Mage:** Also, treat all text on your Class cards as blank until you perform an attack with your bare hands. Place this card in your play area as a reminder.

† 17 D

FORCE MISSILE

*Monsters are alerted by your noise, and see you as easy prey.*

Test ☁. If you fail, activate the monster closest to you using this activation list:  
☁: Engage/spot you.  
☁: Attack you. Then retreat.

† 18 D

TAR CURIO

*An invisible glyph suddenly flashes before your eyes as you are teleported away.*

Resolve the action that made you roll this trap test. Then the hero with the least Health remaining (other than you) switches places with you.

† 19 D

GLYPH OF  
SUMMONING

*A large quantity of foul-smelling green liquid gushes out of an opening and splashes down your front.*

Test ☁. If you fail, you are Diseased.

† 20 D

MISCHIEVOUS  
IMP

*A bolt of crackling energy erupts from a hidden opening, striking you in the chest!*

Test ☁. If you fail, you are Stunned.

† 21 D

*You pick up a small lump of black substance with a sharp odor. You hold it toward the torchlight to get a better look.*

Test ☁. If you fail, you are Burning.

† 22 D

*You trigger a conjuring glyph. Maybe you can counter its magic before the summoning completes.*

Test ☁ or ☁, your choice. If you fail, place a minion volucrix reaver adjacent to you, ignoring group limits.

† 23 D

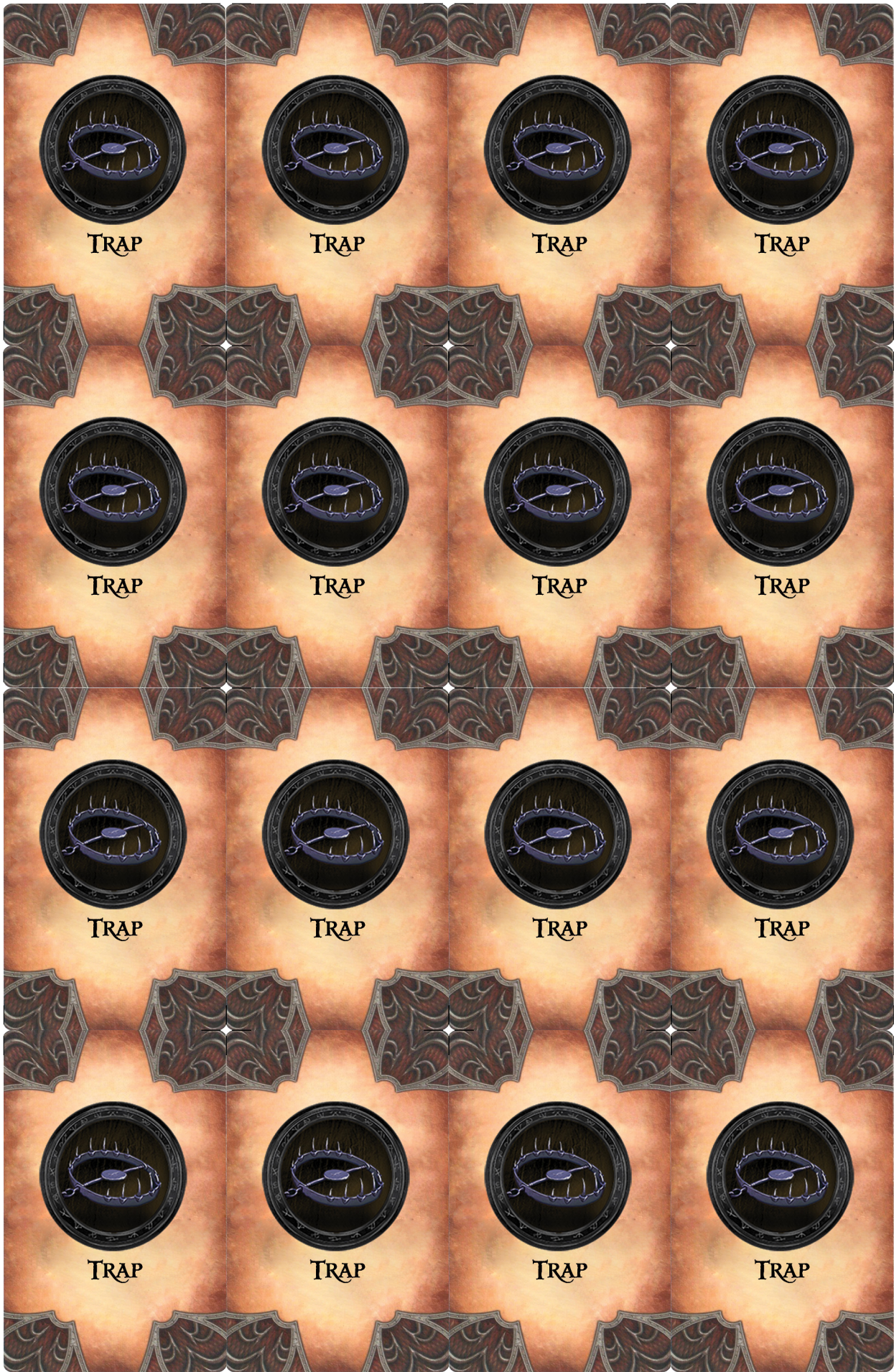
GLYPH OF  
SUMMONING

*"Have you come here to play or to die?" A high-pitched voice cries out from somewhere. "Hex you!"*

Test ☁. If you fail, you are Cursed.

† 24 D

MISCHIEVOUS  
IMP



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**SOUL FREEZE**

*A terrible chill sweeps down your arm and through your body.*

Test ☀. If you fail, you are Weakened.

☠ 25

**BEAR TRAP**

*Sharp teeth extend on each side of the wooden frame before they snap shut on your hand!*

Test ☠. If you fail, you are Bleeding.

☠ 26

**DEATH'S REPROACH**

*A booming voice resounds, "You should not have come here." A heavy weight settles about your shoulders.*

Test ☀. If you fail, you are Doomed.

☠ 27

**AEONS' VOICE**

*Something whispers dark incantations in an old language into your thoughts.*

Test ☠. If you fail, you are Terrified.

☠ 28



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